

**MORE MOBIUS SECRETS IN SONIC'S WORLD!**



# **Sonic** the comic

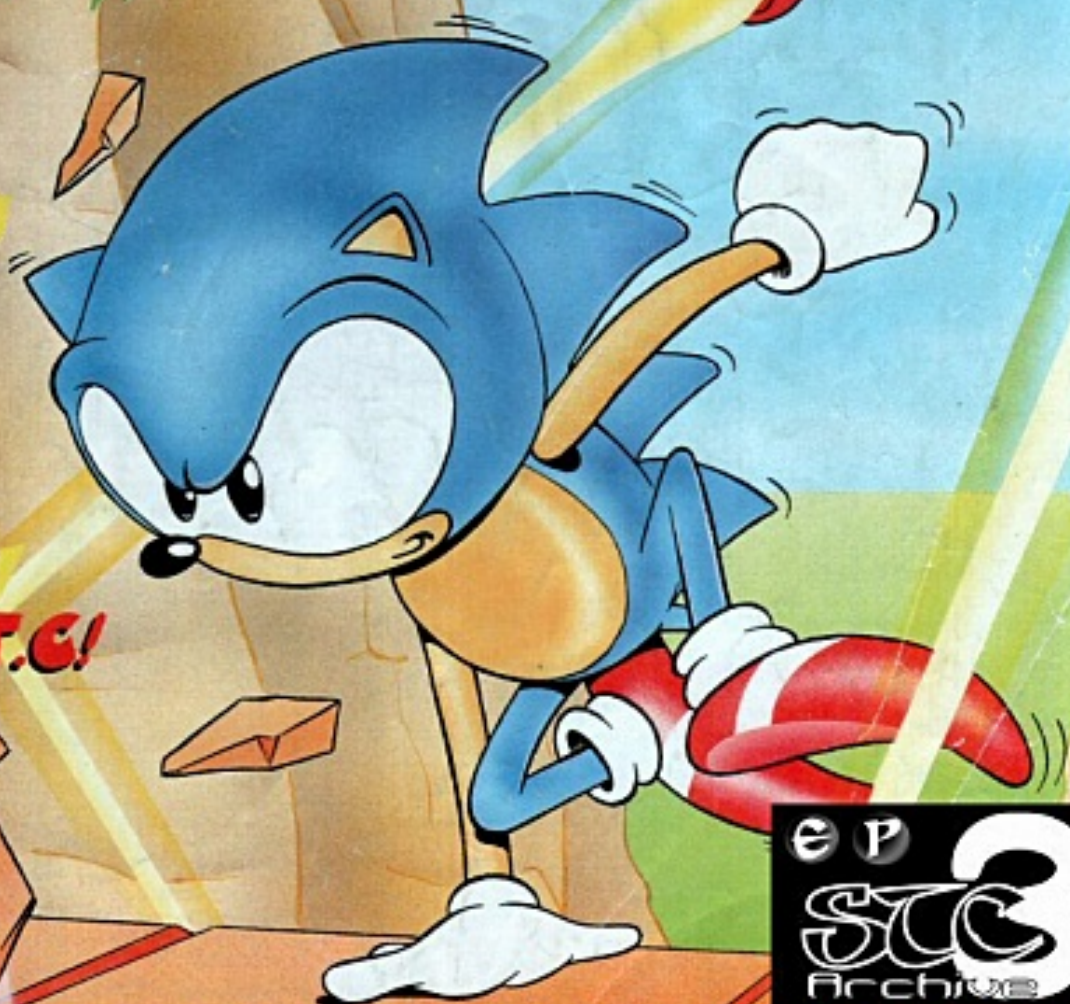
starring

**SONIC**  
THE HEDGEHOG™

**SEARING  
ACTION WITH  
SONIC THE  
HEDGEHOG!**

**MONSTER  
MASH WITH  
MUTANT  
LEAGUE!**

**STAR  
GAZING ON  
PIRATE S.T.C!**



ep  
**STC 3**  
Archive

**CHARTS • NEWS • Q ZONE • REVIEWS AND MORE!**



# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Isn't it about time STC featured some more free gifts? I thought you'd say yes! In that case, here's a big hint ... make sure you don't miss issues 34 and 35, you never know what you might find taped to the covers!

There are also further secrets revealed of the planet Mobius in the return of the popular STC series *Sonic's World*. B.A.R.F. operatives Cam 'n' Bert kick-off the series and they'll be followed by more stories providing you with the complete guide to Sonic and his weird world!

As well as part two of *Mutant League* and the latest transmission from *Pirate S.T.C.*, the latest *Review Zone* provides a real feast for sports fans featuring action from the worlds of baseball, football and motor racing. The *Q Zone* is devoted exclusively over the next two issues to *The Eternal Champions*, so if any Boomers are having trouble completing this top game — we've got the solution you need!

Now go scan yet another 'mega-tastic' issue, starting with a certain Hedgehog in STC's latest *Sonic* sensation: *The Unbeatable Foel*! What are you waiting for?

Megadroid

## Famous Gamers

Continuing STC's coverage of Sega worshippers (or celebs who know their Game Gears), these popsters were snapped during the trio of *Sega/Capital Radio Roadshows* which took place in May (as featured in STC 31). But the question is: do you know who they are? Answers at the bottom of the page.



Answers: (1) Badboys Inc., (2) Tony Di Bari, (3) E.T.C., (4) Daniel Arroyave, (5) Kenny Thomas.

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## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
re-entry new entry



### MEGA DRIVE

- 1 — FIFTEEN INTERNATIONAL SOCCER
- 2 (NEW) PETE SAMPRAS TENNIS
- 3 — WORLD CUP USA '94
- 4 — VIRTUA RACING
- 5 — PGA EUROPEAN TOUR GOLF
- 6 — SONIC THE HEDGEHOG 3
- 7 — DUNE 2
- 8 — NBA JAM
- 9 — SENSIBLE SOCCER
- 10 (NEW) RYAN GIGGS WORLD CLASS SOCCER

### MEGA-CD

- 1 (NEW) GROUND ZERO TEXAS
- 2 — MORTAL KOMBAT
- 3 — SONIC CD
- 4 (NEW) MICROCOSM
- 5 — SILPHEED
- 6 (NEW) WWF RAGE IN THE CAGE
- 7 (NEW) CHUCK 2
- 8 — THUNDERHAWK
- 9 — NIGHT ATAP
- 10 (NEW) ROAD AVENGER

### MASTER SYSTEM

- 1 (NEW) WORLD CUP USA '94
- 2 — JUNGLE BOOK
- 3 (NEW) SUPER MONACO GRAND PRIX
- 4 — MICRO MACHINES
- 5 (NEW) WONDERBOY
- 6 — THE SIMPSONS
- 7 — SHINOBI
- 8 (NEW) G-LOC
- 9 (NEW) BATMAN RETURNS
- 10 (NEW) SPEED BALL 2

### GAME GEAR

- 1 (NEW) WORLD CUP USA '94
- 2 — JUNGLE BOOK
- 3 — MICRO MACHINES
- 4 (NEW) OUTRUN EUROPA
- 5 — NBA JAM
- 6 — PGA EUROPEAN TOUR GOLF
- 7 (NEW) SOLITAIRE POKER
- 8 (NEW) SENSIBLE SOCCER
- 9 — DESERT STRIKE
- 10 (NEW) WORLD CLASS LEADERBOARD

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- Publishers: Chris Power

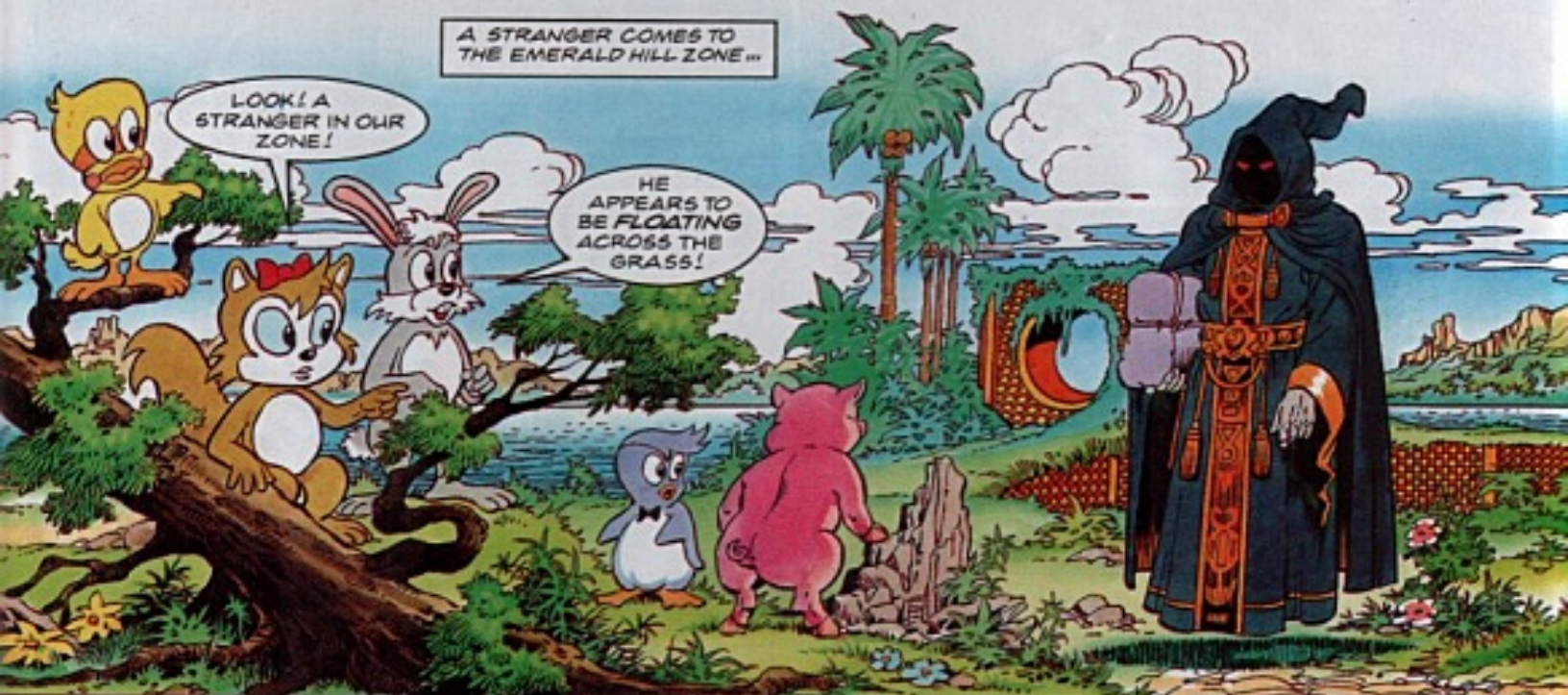


# SONIC

THE HEDGEHOG

## The Unbeatable Foe

Script:  
Law Stringer  
Art:  
Casanovas  
Lettering:  
Ellie de'Ville











BACK AT THE EMERALD HILL ZONE ...

RRRAAGHH!

YOU WERE RIGHT, SONIC! I AM WORKING FOR DOCTOR ROBOTNIK ... AND YOUR FOOLISH FRIEND TAILS HAS FALLEN INTO THE TRAP PLANNED FOR YOU!

THE MONITOR IS A UNIQUE INTER-ZONE EXCHANGER! ROBOTNIK BUILT IT TO FREE THE DEADLIEST MONSTER FROM THE MISERY ZONE ... BUT IT COULD ONLY BE OPERATED IF SOME FOOL TOOK ITS PLACE ...

... YOUR FRIEND TAILS WAS THAT FOOL!

FOOSH!

REMIND ME TO THANK HIM WHEN I SEE HIM AGAIN!

EXPLAIN, CREEPO!

YOU WILL NEVER SEE HIM AGAIN! TAILS CANNOT ESCAPE FROM THE MISERY ZONE ...

... AND THIS CREATURE IS UNBEATABLE!

DUMPH!

OOF! WE'LL SEE ...



SONIC ISN'T THE ONLY ONE  
HAVING A BAD DAY...

SKREE!

SKREE!

I GET THE  
DISTINCT IMPRESSION  
THAT MYSTERIOUS TRAVELLER  
WAS FIBBING ABOUT  
THAT MONSTER!

I MEAN, IF  
THIS IS BEING MEGA-  
COOL, I THINK I'D  
PREFER TO STAY  
UNCOOL!

SSKKRAA!

SPEAKING OF MEGA-COOL...

THERE'S  
GOTTA BE SOME  
WAY TO STOP THIS  
CONTENDER FOR  
AN UGLY  
CONTEST!

FOOOOSH!

THE MONSTER  
IS INDESTRUCTIBLE!  
IT EXISTS ONLY TO  
DESTROY!

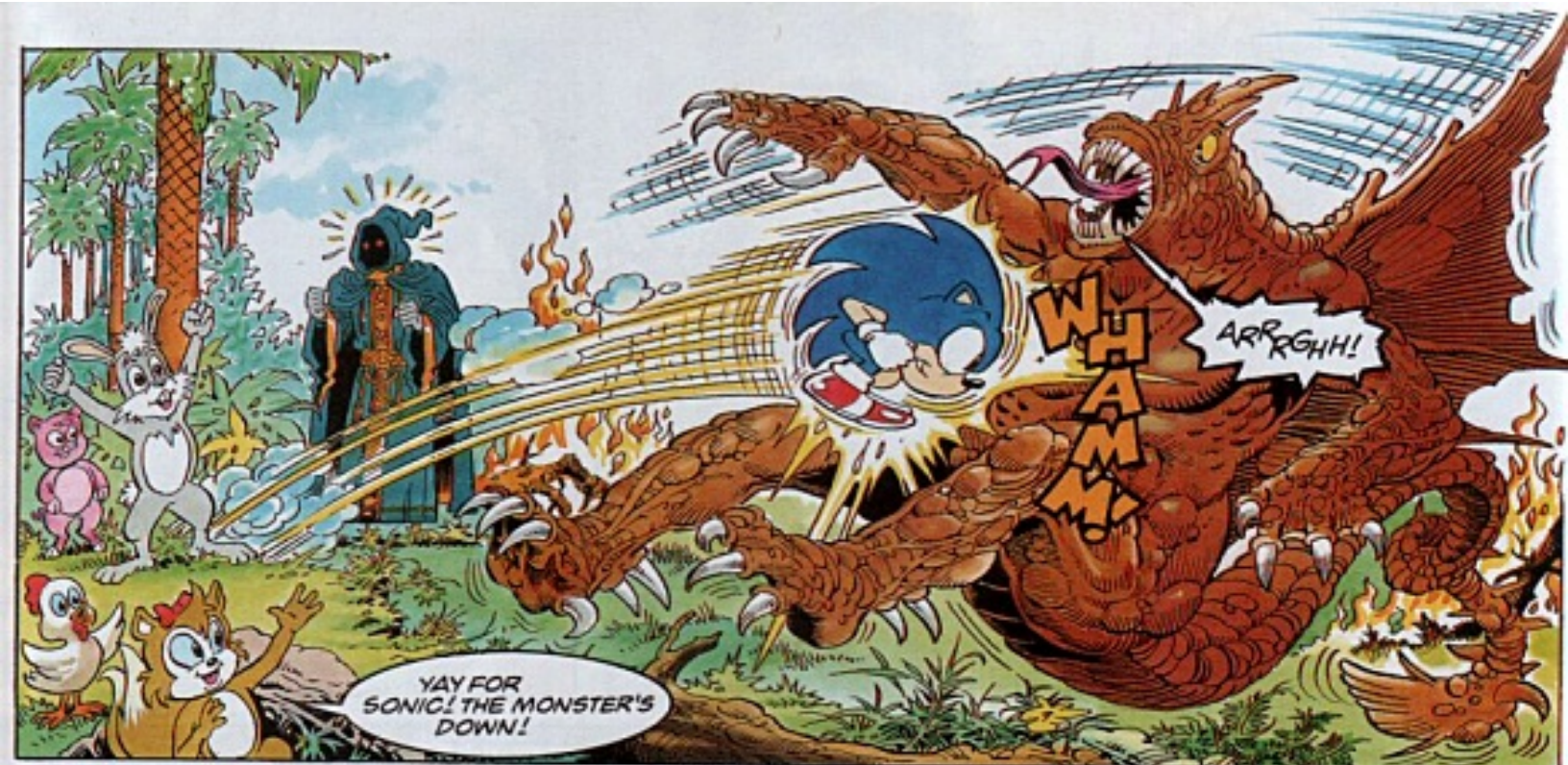
IT'S CERTAINLY  
NOT GOING TO BE BEATEN  
BY SOME BLUE HEDGE-  
MOG! HAHHA!

UGGH! I'M  
NOT JUST SOME  
BLUE HEDGEHOG,  
TRAVELLER...

...I'M THE  
BLUE HEDGEHOG-  
SONIC!

DON'T  
BUG ME!













...TRANSPORTING THE CREATURE  
BACK TO ITS OWN ZONE, AND THE  
FULL FORCE OF THE BLAST ON  
ITS EVIL INHABITANTS!

SKRREEEK!

FWA-BOOOOMM!

RAAGH-UH?

AAAIE!

LOOKS LIKE THE  
MISERY ZONE WILL  
HAVE TO BE CALLED  
THE MISSING ZONE  
FROM NOW ON.



THE  
MONSTER'S  
GONE! TAILS  
IS BACK!

SONIC!  
YOU SAVED  
ME!



ACTUALLY,  
I WAS SAVING THE  
EMERALD HILL ZONE!  
SAVING YOU AS WELL  
WAS JUST A ...

A  
BONUS?

NOT  
WHEN I THINK  
ABOUT IT,  
NO.



SONIC!  
THE TRAVELLER IS  
ESCAPING!

LET HIM GO!  
ROBOTNIK WILL DEAL  
WITH HIM FOR FAILING  
HIS MISSION!

THEY'LL  
NEVER LEARN!  
THE ONLY REALLY  
UNBEATABLE GUY  
AROUND  
HERE ...

...IS  
ME!

NEXT ISSUE: ENTER KNUCKLES!



# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: Jenny Fromer & David Gibbon.

## RBI BASEBALL '94

game type: **SPORTS**  
1-2 PLAYERS



Every year for the past five years, Tengen have released an RBI Baseball game in the USA. Each year, over 250,000 copies are sold. Each year, the game gets bigger, better and faster than the previous year. RBI Baseball '94 plays more or less the same as the last game in the series, although the graphics have been improved dramatically. Tengen have also acquired the MLBPA (Major League Baseball Players Association) licence and have programmed in the real statistics for over 800 actual US players (none of who are recognisable over here!).

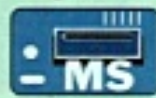
The game is overflowing with options. The main menu allows you not only to select a series of normal games, but you can also practice your fielding, running and defensive skills, as well as other options such as creating your own dream team and going on a stadium tour. All the 28 Major League baseball teams featured in the game have their own stadiums, each one having its real name. However, each stadium looks exactly the same as the others (something wrong there!). RBI Baseball '94 has three difficulty levels; the easy level places an 'X' on the pitch indicating where your fielder should stand to catch the ball. For some reason a 'Crazyball' option is included which allows you to exchange the normal sound effects for frivolous ones. Totally pointless!

Once you start playing RBI you'll immediately notice the high quality graphics. They have been Rotoscoped to enable them to look and move like human beings (the same technique was used in the award-winning game *Flashback*). The on-screen radar helps enormously when you're trying to place your fielders ready to catch the ball, which is unusual as they're normally a waste of time (especially in football games!). If you've selected to play a whole season then be prepared as it takes ages to finish. Luckily, however, there is a password system so you can continue at a later date.

RBI Baseball '94 is full of stats, has real in-depth gameplay and complete up-to-date data. In short, it's the best baseball simulation around. - DG



Mega Drive



Master System



Mega CD



Game Gear

### STC Rating System

under 40% - Yawnsville  
40 - 70% - Normalsville  
70 - 80% - Fun City  
80 - 90% - Big Time City  
over 90% - Mega City!

## COMBAT CARS

game type: **ACTION**  
1-2 PLAYERS



When Codemasters first launched *Micro Machines* in 1993, Mega Drive users got to taste some of the best playability ever seen in a video game. *Combat Cars* is the first game to be released that plays and looks like MM, albeit in a slightly different way -- and from a different publisher! It's an overhead racing game (like MM), but you've also got weapons to blast the opposition away (they do come back, though) or blind them for a while.

On starting you can choose either a one or two-player game. The two-player option gives you the chance to race either a split-screen head-to-head game, or you can join forces to blast away your



## FAST FAX

PUBLISHER  
TENGEN

PRICE  
£44.99

### GRAPHICS

.....90

### SOUND

.....74

### PLAYABILITY

.....87

### RAVES

The most detailed, in-depth baseball game around.

### GRAVES

Will only appeal to baseball enthusiasts

### OVERALL

84%



opponents. Eight drivers are available and each one has his/her own personality and varying skills. These include road handling (vital when speeding around tight corners), speed and acceleration. Each driver also has one limited weapon ranging between homing missiles to mine traps; the weapon has a limited use, but it does rebuild itself during play.

With 24 gruelling race tracks in six different locations, each with four laps, there's plenty here to keep you going for a long time. Unlike *Micro Machines*, the locations are set in such places as a sandy beach, a treacherous mountain range and icy snowtops. Once the race is underway you'll find the *Combat Cars* plays very similarly to *MM*. However, what makes this game much more difficult is the handling of the car. The first track is really easy, but after that you'll find that if going around a tight corner, the car will skid into the side of the road, and before you know it you're in last position instead of first. You need to finish in the top two positions to qualify for the next race. This can prove difficult if you have slid to last place. Prize money will be awarded if you complete the race successfully, the amount depending on your time.

After each race you will enter a shop where you get the opportunity to purchase items to improve your road handling, speed, acceleration and weapons. The game features some excellent upbeat soundtracks which will have your toes tapping away! *Combat Cars* is a really addictive and challenging *MM* clone, but what prevents it getting a really high rating is that it's too hard (and the fact that you only have one life). If you can live with these then it's an essential purchase, otherwise wait for *Micro Machines 2*. - DG.

# WORLD CUP USA '94

game type: SPORTS  
1-2 PLAYERS



If you're looking for a soccer sim, there are no end of games currently on the market. US Gold have secured the official nod from the World Cup for *World Cup USA '94* and have arranged a timely release to coincide with the tournament itself. By doing this they have repeated a rare feat, first achieved with *Winter Olympics*: top sponsor, naff game!

Certainly *World Cup* lovingly re-creates the exact groups currently

competing in the US of A, and offers no end of customising options. Indeed, negotiating your way through these options is a lot tougher than getting to grips with the game itself. The choice of icons for setting up the gameplay are so confusing that you'll need the manual near at hand. And after all, what's the point of



changing your kit design or honing your players' skills when the great teams (Brazil, Germany, Italy) play the same type of football as the 'minnows'?

The problem with *WC USA '94* lies mainly with its unsophisticated graphics and partial view of the pitch from above. The game lacks the fluid movement and tactical play of the likes of *FIFA International Soccer* and *World Cup Striker*, and offers nothing new to compensate for this. While it's easy enough to play -- I reached the semis on only my third attempt -- there are some bugs in the system which can make it all very frustrating.

For instance, taking a free kick is a nightmare. To begin with, when you have a shot on goal, it is impossible to bring other players forward to help out. If you elect to shoot, the ball floats lamely into the area, and if you want to pass, it drifts somewhere wide of goal. Another particularly annoying feature is that any tackle seems to result in the victim running into the tunnel, clearly too injured to continue.



Basically, for a hot new release, *World Cup USA '94* is sadly tired. I found it most reminiscent of *Anco's Kick-Off* which is now four years old. It is particularly disappointing that the gamer's knowledge of World Cup football has absolutely no relevance. With so many footie games available to choose from, my advice would be to seek out something much less dull. - JF.



**FAST FAX**

PUBLISHER ACCOLADE	PRICE £29.99
GRAPHICS .....84	
SOUND .....91	
PLAYABILITY .....82	
RAVES A great <i>Micro Machines</i> clone for under £30.	GRAVES Only one life makes it hard to get very far!
OVERALL <b>93%</b>	

**FAST FAX**

PUBLISHER US GOLD	PRICE £44.99
GRAPHICS .....78	
SOUND .....76	
PLAYABILITY .....82	
RAVES Easy to pick up, easy to play.	GRAVES We've seen it all before.
OVERALL <b>80%</b>	



# MUTANT LEAGUE™

## Bring Me The Head of Coach Briikka PART 2

SCRIPT: Steve White/  
Brian Williamson

ART: Anthony Williams/  
Brian Williamson

LETTERING: Tom Frame

WELCOME BACK! WE'RE HERE IN  
GEIGER COUNTY FOR THE MUTANT  
FOOTBALL LEAGUE'S XXIV SUPER-  
BOWL, SPONSORED BY DIET SMEG—  
THE PASTE OF A NEW GENERATION.

AT THE END OF THE THIRD QUARTER,  
THE MIDWAY MONSTERS WERE  
LEADING THE SLAYCITY SLAYERS  
419 TO 386. BUT IN AN INSPIRED CHANGE  
OF TACTICS THE SLAYERS' CAPTAIN,  
K.T. SLAYER, HAS LEFT THE ARENA IN  
POSSESSION OF THE HEAD OF THE  
MONSTERS' COACH!

K.T. LEAVES BEHIND HIM AN ARMY OF  
HIRED **FREELANCE** PLAYERS RUNNING  
INTERFERENCE AGAINST BONES JACKSON  
AND HIS MIDWAY MONSTERS!

IS THAT A FOUL PLAY,  
CHUCK?

TOUGH CALL, BOB.

TOUGH CALL, INDEED, BUT NOT AS  
TOUGH AS IT WILL BE FOR THE  
MIDWAY MONSTERS ONCE I, ZALGOR  
PRIGG, GET ACCESS TO BRIKKA'S  
KNOWLEDGE AND TACTICAL SKILLS!  
BWAHAHAHA!\*

\*THERE'S ALWAYS ROOM FOR A BWAHAHAHA.



Z.P.? K.T.  
E.T.A. A.S.A.P.  
A.O.K. ?\*

...FLIP-BLATTING  
STRINGY CHEESE CHEAP  
IMITATION COMFORTABLE  
SHOES NAPPY KASHIN...

\*GO FIGURE...

BRIKKA'S BRAIN WILL BE HERE  
SHORTLY. HOW IS YOUR WORK  
PROGRESSING, DOCTOR  
WIZZ ?

SMOOTHLY, ZALGOR...

...ONCE WE HAVE  
SYPHONED BRIKKA'S CEREBRAL SKILLS,  
THEY WILL BE LOADED INTO MY TEAM  
OF INVINCIBLE BATTLE DROIDS! BWAHA-

THERE'LL BE PLENTY OF TIME  
FOR HILARITY LATER. FOR NOW,  
LET US RETURN TO THE  
DESTRUCTION OF THE MIDWAY  
MONSTERS.\*

\*OKAY, SO THERE ISN'T ALWAYS  
ROOM FOR A BWAHAHAHA.



ENOUGH PLOT DEVELOPMENT,  
LET'S GET RIGHT BACK TO  
THE ACTION! BONES AND  
THE MIDWAY MONSTERS  
SEEM TO BE FACING  
INSURMOUNTABLE ODDS.  
HOW DO YOU SEE IT, BOB?

ER. QUITE REMARKABLE, CHUCK. IT DOES  
LOOK AS IF IT COULD BE ALL OVER FOR  
THEIR CAPTAIN, BONES JACKSON.

BUT WE'LL BE RIGHT BACK  
AFTER THESE IMPORTANT  
MESSAGES...



SUPERBOWL XXVI  
SPONSORED BY DIET SMEG.  
THE PASTE OF A NEW  
GENERATION!\*



\*NOW WITH NUTRASWEAT T.M.!



JUST DO IT!

ARE YOUR PARENTS POOR?  
IS YOUR LIFE IN THE TOILET?  
ARE YOU A DWEEB?

L.A. Gimp



HIT THE HUT!



SPONSORED BY THE DUKES OF BIOHAZARD  
"SLICE O' PUKE" RESTAURANT.



TOO MANY BURNED  
ADVERTS ON Telly  
THESE DAYS!

AND NOW WE  
RETURN YOU TO  
SUPERBOWL XXIV...





"...WHERE BONES JACKSON IS ABOUT TO GET A FACEFUL OF FIVE!"



"OH, EXTRAORDINARY!"

HUH?

SCHLUUUK!



"BONES HAS BEEN SAVED BY THE RAZOR KID! AND HE'S NOT EVEN IN THE GAME!"



I DON'T WANT TO SOUND UNGRATEFUL, BUT WHAT GIVES?

BET HEAVY ON THE MONSTERS TO WIN...

...DON'T LIKE TO LOSE.



WELL, THANKS, WE COULD DO WITH THE HELP. BUT, BOY, YOU'RE GONNA HAVE TO EARN THAT BET.

SHEESH! TELL ME ABOUT IT...

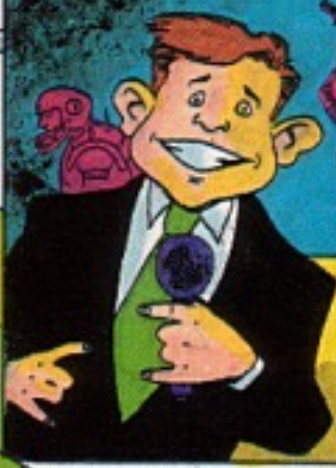




TIME OUT!  
TIME OUT!

...AND WITH THIS TIME OUT BY THE MONSTERS, LET'S LOOK AT HOW THE GAME STANDS. SO FAR, 89 CONFIRMED KILLS, INCLUDING 53 INNOCENT BYSTANDERS. THE LAWSUIT METER IS AT \$25 MILLION, AND THERE'S A DENTIST ON HAND FOR TWO LOOSE FILLINGS...

HOT DOGS! REALLY QUITE WARM RAT! PORK SCRATCHINGS! TAPIoca ON A STICK!



OKAY, WE'RE GONNA USE THE 38-22-36 PLAY...

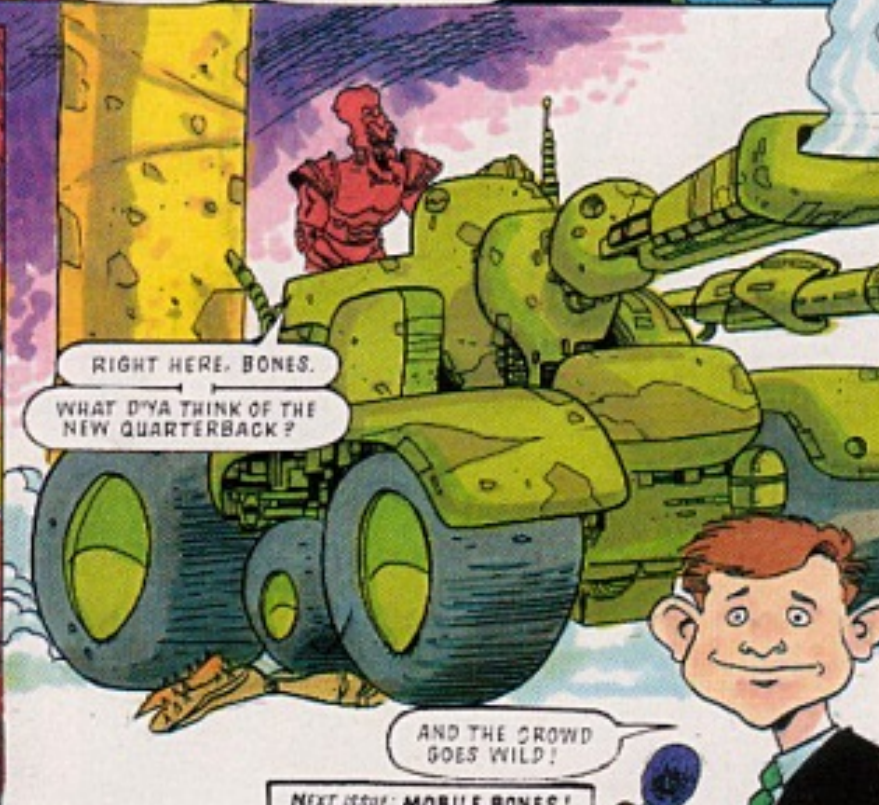
THIS IS NO TIME TO WORRY ABOUT MY MEASUREMENTS!

ISN'T... IT'S GAME CODE, BRENDA. IT MEANS THAT GRIM, RAZOR, YOU, THE COACH AND ME MAKE A BREAK WHILE THE OTHERS GLORIOUSLY LAY DOWN THEIR LIVES IN A FUTILE EFFORT TO BUY US TIME.



PLAAAY BAAALL!

WHERE'S THE KID?



RIGHT HERE, BONES.

WHAT D'YA THINK OF THE NEW QUARTERBACK?

AND THE CROWD GOES WILD!

NEXT ISSUE: MOBILE BONES!



# NEWS Zone

Newsound: Garry Penn.

## SONIC & KNUCKLES: THE DREAM TEAM?

### NEW SONIC GAME HOLDS BIG SURPRISES

Get ready, Sonic Boomers, the next Sonic game is on the launch pad and heading your way this autumn. It's called *Sonic & Knuckles*, its for the Mega Drive and it's due out on October 18th. It also holds a big surprise.

Not only will you be able to play as either Knuckles or Sonic but you will also be able to 'affect Knuckles' movements' in *Sonic 3*. How is this done? Even our friends at Sega were remaining tight-lipped about this as we went to press. All they would say is that *Sonic & Knuckles* is 'backwards compatible' with *Sonic 3*.

The STC boffins can only speculate on the meaning of 'backwards compatible' (which, in basic terms, means it will

work with *Sonic 3* in some way).

One possibility is that *Sonic & Knuckles* will be that rarest of beasts, a plug-through cart. This means that there will be some method of plugging your *Sonic 3* cart into it and, using the circuitry in *Sonic & Knuckles*, gain some form of enhanced gameplay.

All this is speculation, of course, and STC will bring you more news of this exciting development as soon as we get it. Meanwhile watch out as Knuckles blasts into Sonic's comic strip in the next issue of STC!

## JURASSIC PARKING!

### DINOSAUR RACERS FROM CODEMASTERS

Following news of Core Design's *BC Racers* for the Mega-CD and Mega Drive 32X (see STC 31), owners of standard Mega Drives may have felt a little left out. Well, they need not worry, for Codemasters' *Dino Racers* looks as though it will more than adequately fill the gap.

*Dino Racers*' 3D competition features a choice of eight characters, eight different scenes (including Glacial, Desert and Jungle Islands), a healthy selection of power-ups, and a split-screen for two players. But, get this: the racers don't have wheels — they haven't been invented yet! Instead, the players sit on top of dinosaurs and have the advantage of using a club to bash opponents!

*Dino Racers* is due for release at the end of this year.

## THE SIMPSONS STRIKE BACK

### AMERICA'S MOST FAMOUS DYSFUNCTIONAL FAMILY RETURNS

As promised in STC 23, here are further details of Acclaim's two new games based on the top television show, the Simpsons: namely *Virtual Bart* and *Itchy And Scratchy*.

In *Virtual Bart*, Bart Simpson finds himself trapped in six different Virtual Realities — effectively making *Virtual Bart* a collection of simple games to be completed if Bart is to return to normality(!).

Game one, *Jurassic Bart*, sees our hero's head stuck on to a dinosaur's body, and he has to use his tail to fend off prehistoric predators and his family. In Game two, *Baby Bart*, the poor lad's a tot who has to swing between tree branches, avoiding animals if he's to reach an ice-cream van.

In the *Pork Factory*, Bart's a pig caught up in Krusty the clown's pork processing plant, dodging workers, a cattle-prod-wielding Krusty and the factory's deadly machinery if he's to free his

porcine pals. In complete contrast, to spice up the annual school photograph, Bart has to throw tomatoes at his fellow Springfield School pupils.

Mount Splashmore, Springfield's famous water-park, is the setting for a 3D race down a tube, with Bart bypassing anyone stuck inside. There's a 3D race of a different sort to be won in the aftermath of Springfield's nuclear reactor





overloading, with Bart on a motorbike fending off attacks from the town's crazed residents.

**Itchy And Scratchy** is a much more focused game, with the player controlling the mouse Itchy and failure meaning that the cat Scratchy can actually get his own back on his rodent 'friend' for once.

This bizarre beat-'em-up is spread over seven strange stages: a factory filled with conveyor belts and crushers, a Mediaeval castle with catapults and maces; a building site with cranes and girders, a Spanish galleon (including an underwater section), the Wild West, and a (predictable perhaps) pre-historic setting. Oh, and there's a secret stage to complete at the end of it all.

Equipment used by Itchy and Scratchy to bash each other senseless includes hammers, cutlasses, ray-guns, chain-saws and bazookas. And it's all presented in an anything-can-happen-but-no-one-actually-gets-hurt cartoon-style way.

Virtual Bart and **Itchy And Scratchy** are both released on the Mega Drive in September, with a Game Gear version of **Itchy And Scratchy** due sometime in October.



## SHORT BURSTS

### THE X-FACTOR

We've called it the Mega 32, the Mega Drive 32 and the Mega 32X. Now Sega's hot new add-on for the Mega Drive (see previous News Zones) has an official name - the Mega Drive 32X. Now you can sleep peacefully at nights.



Mega Drive 32X

### BATMAN RETURNS (AGAIN)

One of the latest additions to Acclaim's collection of film licences coming to the Mega Drive (including **True Lies** and **StarGate**, as revealed in STC 23) is **Batman Forever**, the third Batman film. Unfortunately, work has only just begun on the film, so there's no telling when the game will eventually appear or even what it will be like.

### COMPUTER CONVERSIONS

Archer Maclean's **Dropzone** (the hard'n' fast blast out now on the Game Gear through Codemasters) is coming to the Mega Drive courtesy of Psygnosis. Look out for it later this year. Also on the cards is a Mega Drive conversion of the hit Amig run'n'jump'n'hack'n' slash romp, **Second Samurai**. The graphic style has been adapted and updated to make the whole thing look a little more like a Japanese game.



### THINK FLINK

A far cuter proposition is Psygnosis' **Flink**, star of what is certainly one of the prettiest Mega Drive releases yet. The bulk of the action entails running and jumping over different types of platform and through more than 50 colourful fantasy levels, shooting adversaries (the locals have been turned crazy by a mysterious fog), and collecting

objects to aid the solving of the occasional puzzle. There's also the chance to mix spells with ingredients acquired during Flink's travels. **Flink** will be available in September.

### HARD TO THE CORE

Also from Psygnosis is **Hardcore**, yet another run'n'jump'n'blast for the Mega Drive (and



maybe the Mega-CD). The action, spread across six levels of a maze-like environment, involves shooting heavily-armed robots and androids and anything else that pops up its head. As you'd expect there are plenty of power-ups to collect, but who'd have thought they'd be driving a jeep with a big cannon, taking out enemy tanks, helicopters, planes, missile bases and most of the scenery, even, in two 'bonus' stages viewed not from the side (like the rest of the action) but from above. **Hardcore** should be out on the Mega Drive in September.



### YOU NEED PROBOTECTION

And speaking of running, jumping and blasting ... Konami's **Probotector** is shaping up for release at the end of this year on the Mega Drive. The original **Super Probotector** for the SNES is regarded as one of the best games of its type, but Konami want to make the Mega Drive version even better with more of everything that makes running, jumping and blasting such great fun, including a host of the freakiest adversaries seen yet.



# SONIC'S WORLD

NEW  
SERIES

FEATURING  
**CAM 'N' BERT B.A.R.F.\***  
**SEARCH 'N' REPAIR OPERATIVES**  
\*BADNIK ARMY REPAIR FUNCTIONARIES

## IN NO MORE MR. NICE BUG

PART 1

Script:

Mark Eyles

Art:

Mike Hadley/

John M. Burns

Lettering:

Elitta Fell

SONIC IS TESTING ONE OF  
PORKER LEWIS' INVENTIONS  
IN THE GREEN HILL ZONE.



IT'S  
REPROGRAM  
TIME FOR YOU,  
MOTO BUG.

I WONDER  
IF THIS IS WHAT  
PORKER MEANT BY  
'REPROGRAMMING?'



I THOUGHT  
THE BADNIKS WERE  
SUPPOSED TO CHANGE  
INTO NICE NIKS. NOT  
PILES OF  
SCRAP.



REPAIR SQUAD  
TO GREEN  
HILL ZONE.

THAT  
BLOOMIN' BLUE  
HEDGEHOG'S BEEN  
AT IT AGAIN,  
CAM.

IT'S  
WHAT B.A.R.F.  
IS FOR,  
BERT...

...SEARCH  
AND REPAIR  
OPERATIVES  
GO-GO-GO.

\*BADNIK ARMY REPAIR FUNCTIONARIES.



CLICK









THE  
MOTO BUGS  
ARE HERE.



GO OIL  
YOURSELF.  
B.A.R.F.'S ON THE  
JOB.

DO  
WE LOOK  
STUPID, TIN  
BRAIN?



I'LL RUN  
SOME TESTS ON  
THE PORTABLE,  
YOU GET  
RIVETTING.

RIGHT.



IVO'S  
CORSET!  
THIS LOOKS  
BAD.

DON'T  
WORRY, I'LL  
SOON HAVE IT  
STRAIGHTENED  
OUT.



NOT  
THAT, YOU GREAT  
NOO-NAH,  
LOOK AT THE  
SCREEN.



THESE  
MOTO BUGS HAVE  
BEEN INFECTED BY A  
NICENIK COMPUTER VIRUS.  
ALL THEIR  
BADNESS HAS BEEN  
ERASED.

SOUNDS  
LIKE A JOB  
FOR MY NO.1  
HAMMER.

CLUNK!







# Speak out Zone

STC's roving reporter Chris Jones hits the road to find out what you have to say about important topics affecting the video game scene.

**This issue:**

## SUPER HARDWARE:

### NEW HORIZONS OR COSTLY MISTAKES?

Holy hardware wars! An invasion of super consoles is on the way. It seems that every big computer and electronics company has lined up a new black box, designed to take games into a dimension that they reckon will blow our minds. STC has already mentioned Sega's new wonder machine, Saturn, and the new Mega Drive 32X. Atari's so-called '64-bit' Jaguar is starting to appear in shops throughout the U.K., and the much-vaunted 3DO system with its super games is 'expected' this autumn. One of the biggest guns in the electronics biz, Sony, have announced their PS-X (PlayStation X), a CD-only multimedia gizmo.

One thing all these new gadgets have in common is the promise to deliver 'arcade quality' games into your homes now or within the next

twelve months. But, at around £200 to £300 plus for most of them — and more for the games — will people want them? STC went down to the buzzin' arcade basement of London's top toy store Hamleys to check out whether all



this new technology will be zapping good news for you, or just another pain in the wallet.

13 year old James Burrows from West London commented: 'These new consoles are fine, but what do we do with our old ones and the games we've collected? You could sell them but you wouldn't get much money if all this new stuff's around. It would be expensive to start from scratch again with a new console, but if the games are as good as in this arcade then I'd think about it'.

Martin Willis, aged 14 from Surrey says: 'These new machines are going to be awesome. I've already got a Mega-CD and some of the games on that are unreal. I'm interested in Sega's new console because I've heard that you can still play Sega cartridges and CD's on it. If you can I'll get it as soon as possible'.

Adam Knight, aged 14, from West London told STC: 'The games in this arcade are excellent. It would be brilliant if you could get this



quality at home, but if I bought one of these new machines I'd be worried that there weren't enough games out on the format. Sega's one will be all right, but the others may not have a big choice of games for a while'.

Rachael Wells, aged 12 from Kent said: 'These new games often have so much going on they're confusing. I prefer simple ones — you know the platform games and others that you feel you can control. Some CD games just go past you too quickly. I think I'll stick to my normal Sega rather than a flash new one with games that are too complicated'.

According to 14 year old Robert Ryan from East London: 'From what I know the Atari is going to be the most powerful machine. 3DO is good

but there aren't many games out on it. The others I don't know about. Atari will eventually bring millions of games out and some of the reviews for the games already out make them look excellent'.

A final comment came from David Edwards, aged 13 from Kent: 'What I've seen on these new consoles looks good, but I think I'll wait until they're all out so I can see which one is going to be most popular. Then I'll try and get that one'.



So there you have it, master blasters, this new hunky hardware looks like it will be a big hit with you. The usual worries are: price, which machine will be the biggest hit and a 'must have', and also the compatibility of your existing stocks of software on any of the machines. With only the Sega 32X-bit system capable of continuing on a format, this machine looks set to thrive. However, with all of the consoles screaming arcade quality gameplay at us before the end of the year, maybe one or two of these machines will be hailed as the next generations ace piece of hardware. ■



Face of the future?  
Mega Drive 32X add on.



# Q Zone

Q is for Question.  
Q is for Query.  
Q is for Quandary.  
Enter the Q Zone  
for hints, tips, and  
help with your  
favourite Sega  
games.

## ETERNAL CHAMPIONS SPECIAL PART 1



STC's series based on this amazing Sega game has proved really popular. So much so, we've grabbed hold of STC game guru David Gibbon and ordered him to produce a special **Eternal Champions Q Zone** for all you Boomers out there — especially those that may have missed STC's sell-out 48-page **Eternal Champions Special** earlier this year.

So, while you prepare for action, here's a complete list of the special moves for six of the game's characters, together with tips on defeating them. NOTE: Most of the moves listed in this **Eternal Champions Special** require a 6-button joystick.

### PLAYING AGAINST BLADE

Using a very effective art, Blade's main tactic is bad-mouthing the opposition to damage their inner-strength. His physical presence and fast moving actions can then take full advantage of any loss in concentration on the part of his opponent.

His best move is the **Wild Fury Attack**, which fires a flurry of ten fast and swift punches into the chest of the opponent. His **Tracking Blade** can also cause devastation as it hovers in the air for a couple of seconds, before homing in on the unfortunate target.

Blade is a powerful character with only perfectly-timed combinations having a real chance of defeating him. Once he gets in front it's very hard to come back against him. Make sure you hit him early and hard.

The character with the most chance of defeating Blade is Jetta. Her fast speed gives you the chance to outsmart Blade's brawn. Midnight's overhead stomach punch can also prove effective against bigger foes, while the sheer strength of Slash always has a chance against Blade.



Blade & Jetta in the Battle room

### BLADE

Profile:

Full Name.....Jonathan  
Blade  
Occupation.....Bounty  
Hunter  
Time Period.....2030 AD  
Fighting Style.....Kenpo

### SPECIAL MOVES

1. **Straight Blade:** Move away from opponent for five seconds then press buttons Y and Z together.
2. **Stun Beam:** Move away from opponent then move forward and press Z.
3. **Electrostatic Punch:** Press the X button at anytime.
4. **Power Punch Up:** Push Down and press C.
5. **Piledriver:** Push Up and move toward the opponent and press C.
6. **Truncheon Kick:** Press the C button at any time.

### BEST MOVES

1. **Wild Fury Attack:** Don't move! Just press A, B and C together.
2. **Tracking Blade:** Move away from the opponent for five seconds then press X and Y together.



## JETTA

Profile:  
Full Name.....Jetta Maxx  
Occupation.....Circus  
Acrobat  
Time Period.....1899 AD  
Fighting Style.....Savate  
and Pencak  
Silat

## PLAYING AGAINST JETTA

Jetta (one of the fastest characters in the game) bases all her attacks on speed. She approaches enemies with such pace that it seems hard to stop her. If you get trapped in the corner, she'll inevitably use the **Cartwheel Attack** to keep you there.

If you can get a few good blows in early, it makes her easier to defeat as her biggest weakness is the inability to recover quickly from hard blows. If you get ahead she'll find it difficult to recover.

Use characters who have moves which stun or immobilise their opponents if you want to defeat Jetta. Xavier and Midnight, for example, both have these type of moves. Shadow can also be effective as she can weaken Jetta in an aerial battle.



Larcen in action.

Ex-Russian revolutionary  
Jetta Maxx versus Shadow.

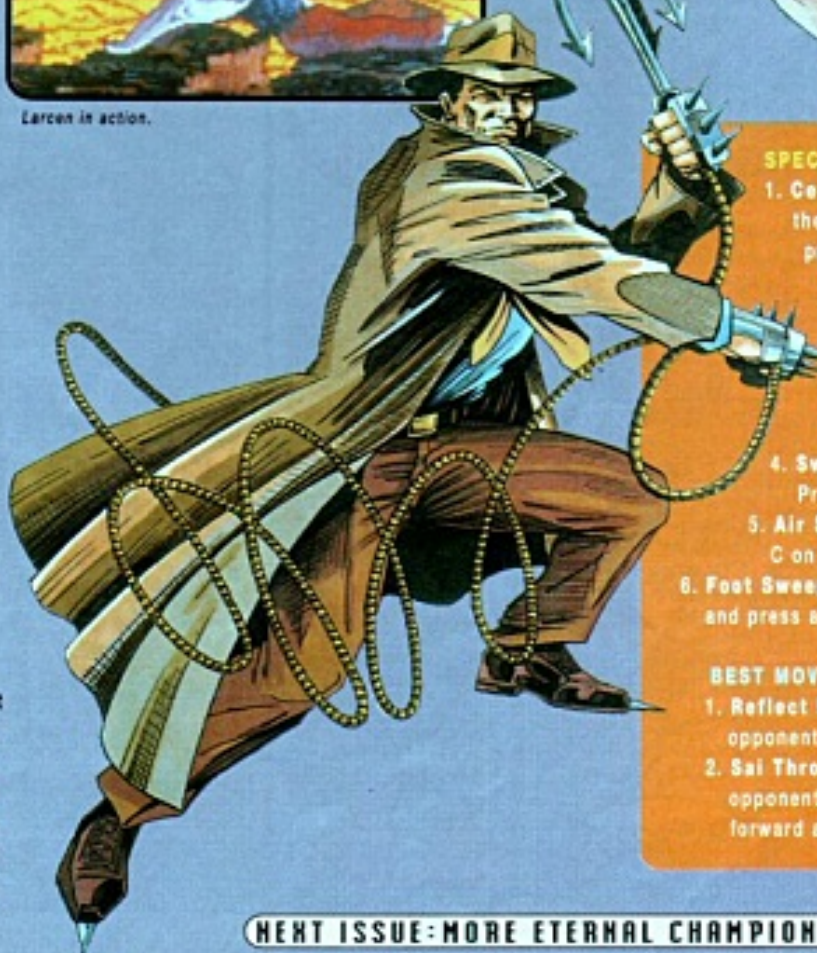
## LARCEN

Profile:  
Full Name.....Larcen  
Tyler  
Occupation.....Ex-Cat  
Burglar  
Time Period.....1920AD  
Fighting Style.....Praying  
Mantis and  
Kung Fu

## PLAYING AGAINST LARCEN

This guy is one tough opponent. His great strength is the ability to deflect any incoming fireballs and other projectiles back at the aggressor. He also performs this at double speed, so there's no chance of escape.

As Larcen has a deadly punch and a good method of throwing, it is best to use characters with agility and strength against him. The characters must also have plenty of variation in their attack, as relying too heavily on projectiles will quickly become unstuck. The best opponents are Midnight, Rax and Trident as these are the ones who have the greatest chance of success using their individual fighting styles.



### SPECIAL MOVES

1. **Ceiling Crawl:** Press Down on the joypad for one second then press Up and C.
2. **Ceiling Drop:** When on the ceiling press Down and Y or Z on the joypad.
3. **Power Sweep:** Press and hold A, Y and C on the joypad.
4. **Swinging Hammer Fist:** Press and hold X, Y and Z.
5. **Air Sweep:** Press and hold A and C on the joypad.
6. **Foot Sweep:** Press Down on the joypad and press and hold B and C.

### BEST MOVES

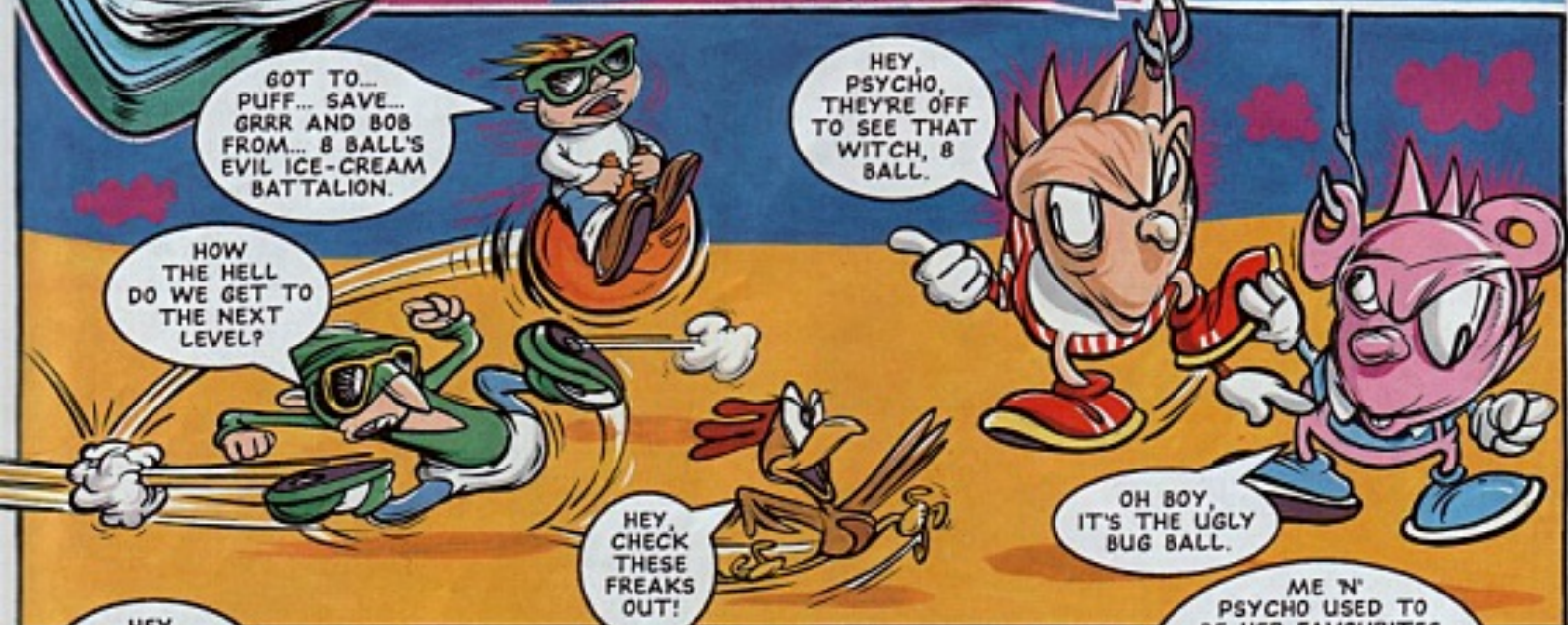
1. **Reflect Projectiles:** Move away from opponent and press X.
2. **Sai Throw:** Move back from your opponent for five seconds then forward and Y.



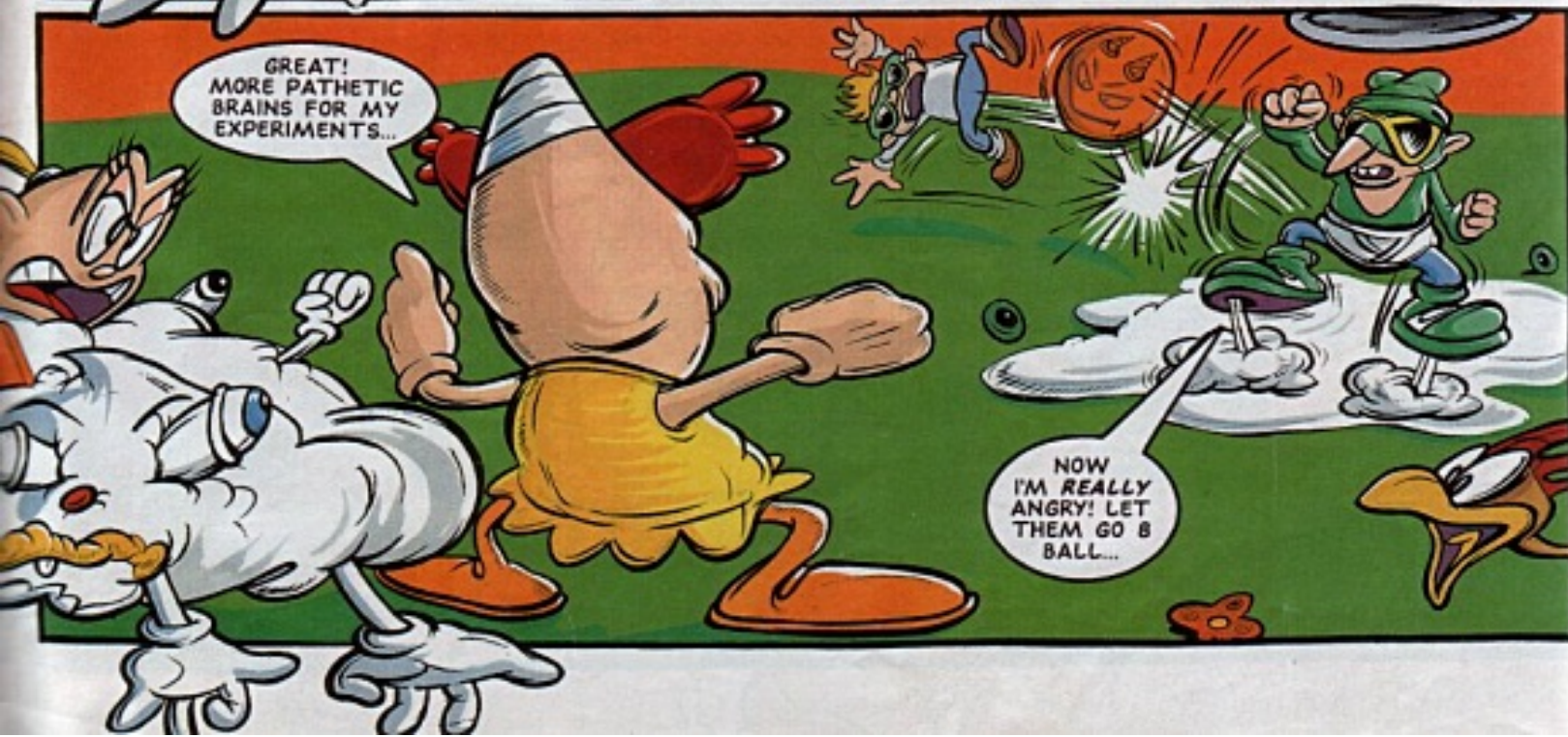
# PIRATE S.T.C

## PART 5

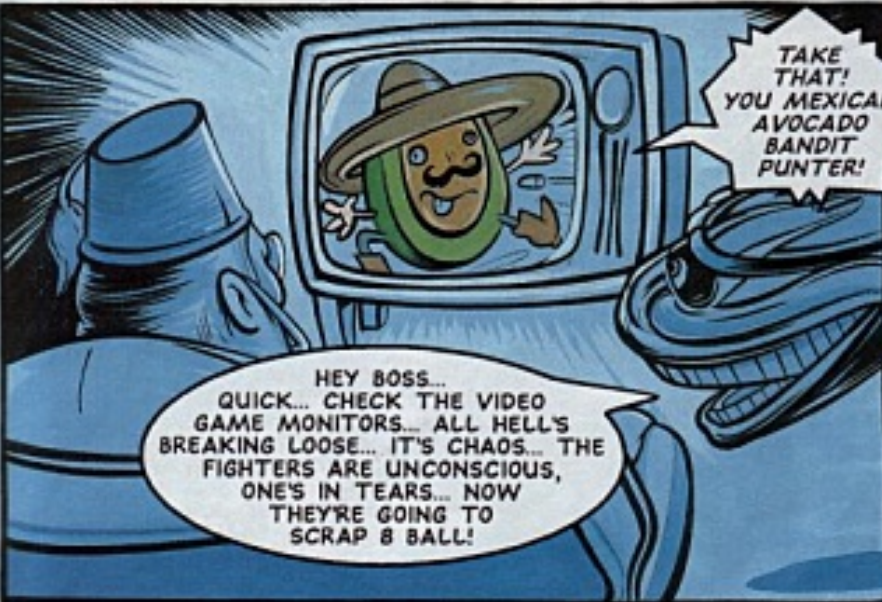
F.I.B. INFORMATION FILE:  
SACKHEAD, FLAME, GRR  
AND BOB HAVE BEEN  
TORN FROM THEIR  
LIVING ROOM BY  
PIRATES FEZHEAD AND  
SKULL AND PLACED IN A  
NIGHTMARE VIDEO  
GAME. NOW,  
SACKHEAD AND FLAME,  
ACCOMPANIED BY THE  
CHICKEN CALLED DOG,  
GO TO THE AID OF GRR  
AND BOB...











TAKE THAT!  
YOU MEXICAN  
AVOCADO  
BANDIT  
PUNTER!

HEY BOSS...  
QUICK... CHECK THE VIDEO  
GAME MONITORS... ALL HELL'S  
BREAKING LOOSE... IT'S CHAOS... THE  
FIGHTERS ARE UNCONSCIOUS,  
ONE'S IN TEARS... NOW  
THEY'RE GOING TO  
SCRAP 8 BALL!



THEY  
WANNA SCRAP  
DO THEY? WELL...  
LET'S SEND IN SOME-  
ONE REALLY HARD...  
INVADIE THE TV NET-  
WORK... GET ME  
SOMEONE TOUGH...  
GET ME... Y NOT  
Y-FRONT  
MAN!



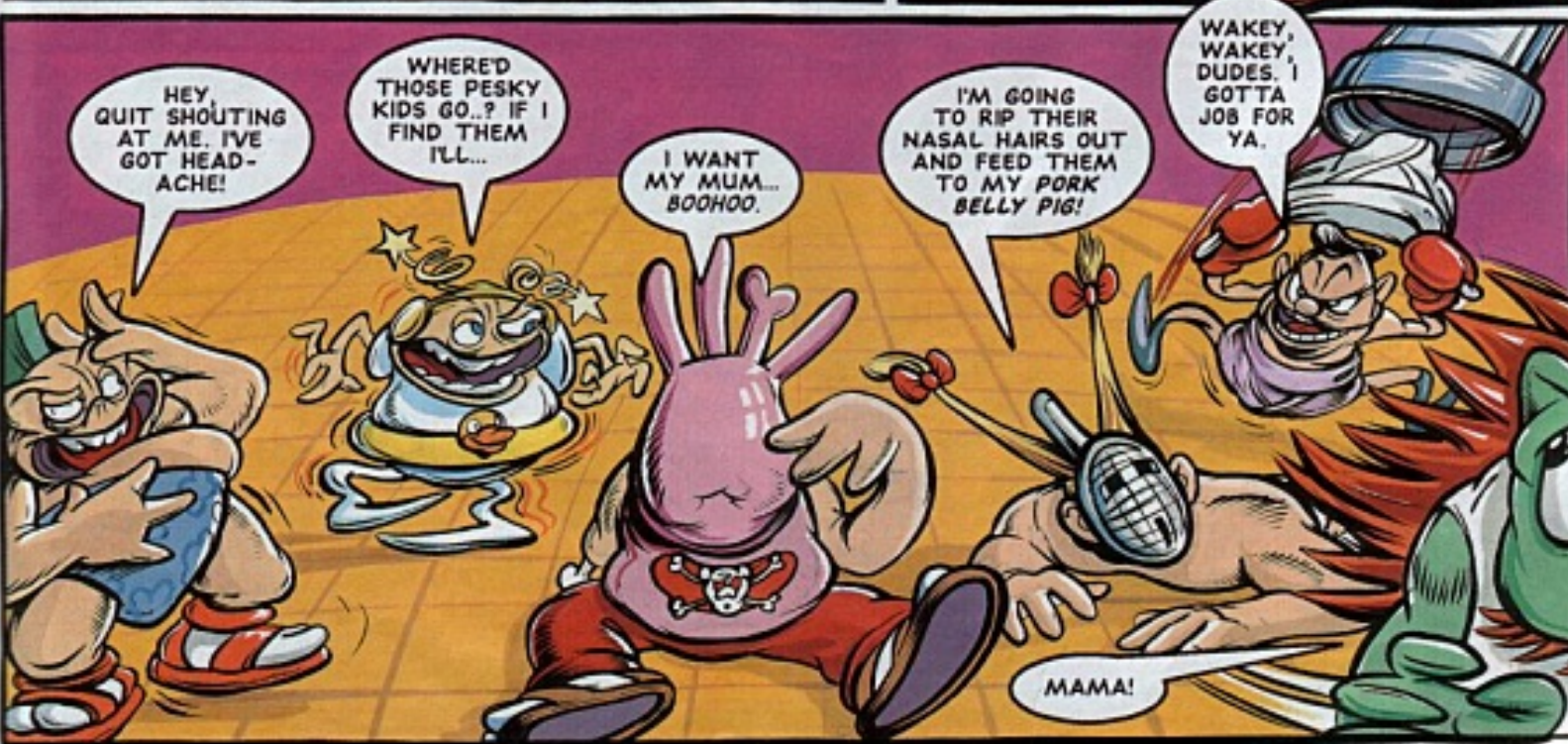
WHY  
NOT BUY  
SOME,  
HUH?

C'ME  
'ERE. I'VE GOT  
A MISSION  
FOR YA.

AFTER PROGRAMMING,  
Y NOT Y-FRONT MAN  
IS SPAT OUT BY  
SKULL INTO THE  
MOUTH OF MISSION.



I WILL  
OBEY.



HEY,  
QUIT SHOUTING  
AT ME. I'VE  
GOT HEAD-  
ACHE!

WHERE'D  
THOSE PESKY  
KIDS GO...? IF I  
FIND THEM  
I'LL...

I WANT  
MY MUM...  
BOOHOO.

I'M GOING  
TO RIP THEIR  
NASAL HAIRS OUT  
AND FEED THEM  
TO MY PORK  
BELLY PIG!

WAKY,  
WAKY,  
DUDES. I  
GOTTA  
JOB FOR  
YA.

MAMA!



MEANWHILE...

YEAH,  
YOU 'N' WHOSE  
ARMY?

LET THEM GO  
FROM THE CLUTCHES  
OF YOUR EVIL BLOB -  
OR ELSE YOU'LL  
GET IT.

YO!  
WHAT KEPT  
US?

HOW  
ABOUT THESE  
TWO?

THE  
TRONIC  
TWINS... CHRONIC  
TRONIC FOR THE  
TROOPS... TIRED OF  
HANGING AROUND  
BOYS... HEH,  
HEH.

YOU'RE  
MORE THAN  
OUTNUMBERED,  
8 BALL... SO  
RELEASE OUR  
FRIENDS.

HA!

NOT SO  
FAST, YOU  
GEEKS... LOOKS  
LIKE WE  
GOT US A  
CONVOY.

HELP!

**NEXT EPISODE :**  
**ANYONE**  
**FOR TENNIS?**



# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

## Summer Sneeze

Dear STC,

I have suffered from that dreaded summer ailment hay fever since I was seven. I sneeze constantly, my eyes and throat itch and I feel totally miserable. I avoid going outside because this makes me even worse. It also means I'm stuck in the house with nothing to do. Please can you send me a Sonic Water Fun Game to keep me occupied?

Peter Heard, Tredworth, Gloucester.  
MD & GG owner.

Sonic Water Fun Game Winner.



A couple of the humes-who-think-they're-in-charge around here also have snot - sorry - have hayfever. You should see the 'snowman' that's been constructed from the discarded tissues.

## Odd Shoes

Dear STC,

How is it that on the cover of Adventures of Sonic the Hedgehog 1 the soles of Sonic's shoes are red, while on the cover of Adventures of Sonic the Hedgehog 2 the soles are white?

Daniel Richards, Keynsham, Bristol. MS owner.  
Sonic Water Fun Game Winner.



Well spotted, Daniel -- why don't you colour in the soles yourself when you get a spare minute from all that nit-picking.



If you can keep your head ... Decap Attack returns in STC 34. Paul Wearing, Yate (nr Bristol). MS 2 owner.  
Sonic Water Fun Game Winner.

## STC DIY

Dear STC,

Thank goodness you included a free giant size poster in issue 28 of STC. It was extremely handy in hiding the peeling wallpaper in my bedroom!

Sarah Owen, Dyfed, Wales.  
MD owner.

Sonic Water Fun Game Winner.



Of course, Sarah, your disintegrating wallpaper was the reason behind the free gift.

That Boy Wonder ...  
Albert Lobo, s/o Cardiff, Wales. MD owner.  
Sonic Water Fun Game Winner.



## Into The Valley

Dear STC,

Why is it that on Sunday mornings Sonic fans in England (and Scotland?) get to watch the cartoon version of Sonic the Hedgehog, while us viewers in Wales have to watch a silly puppet show called 'Slot Sul'? A Welsh translated version of the Sonic cartoon would be much better than the current programme.

Cheryl Hughes, Dyfed, Wales.

Sonic Water Fun Game Winner.



A multi-lingual Sonic, eh, Cheryl? Since STC is translated into Dutch, French, German and Italian, I don't see why the humes in control can't come up with a Welsh speaking Sonic.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's portable. It's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.





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## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 32

OF **STC?**

	%
--	---